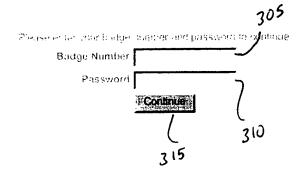






Terrace Security Corporation Officer Console



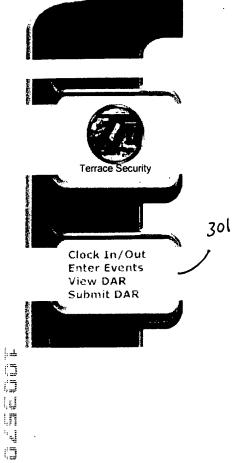
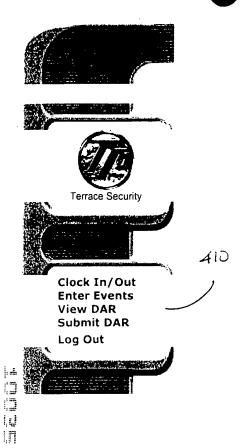


Fig. 3





Terrace Security Corporation

Officer Console

Logged In: Neely, Bernard

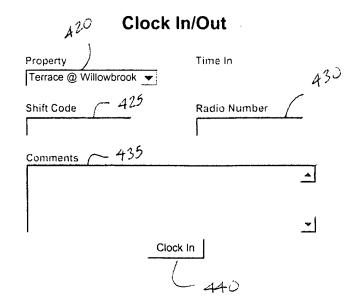
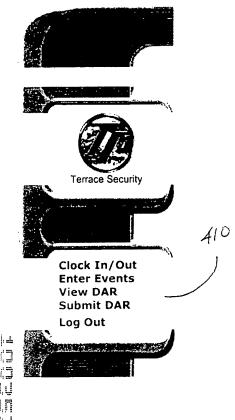


Fig. 4





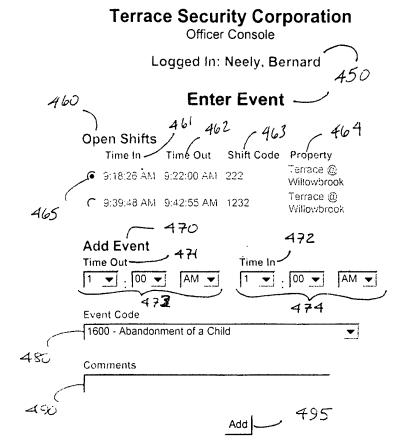
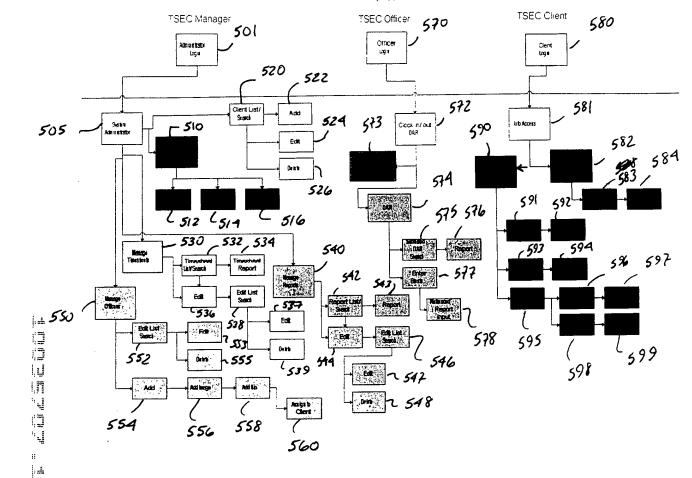


Fig. 4A



Terrace Security Application Flowchart



I tal ma tim tim

Fig. 5

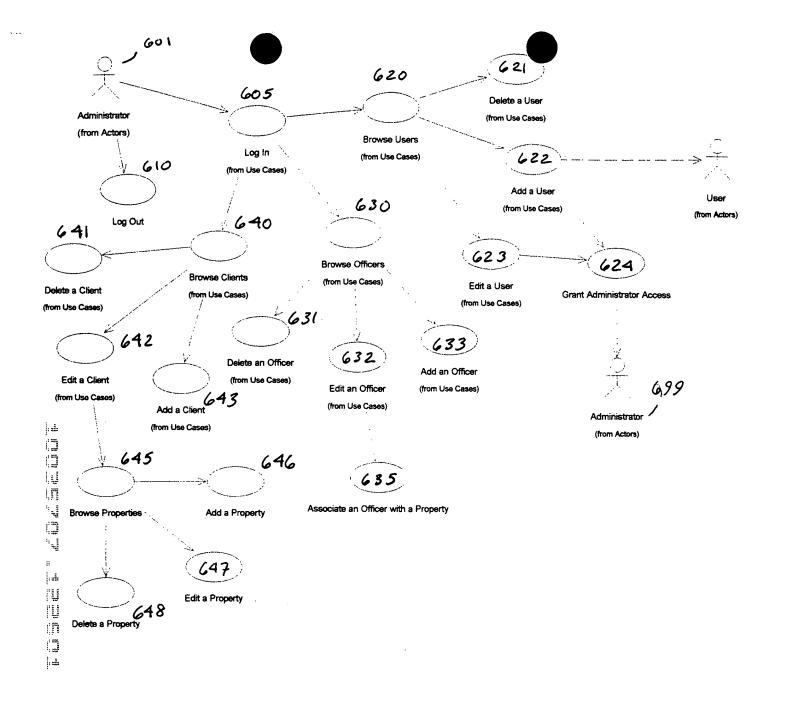
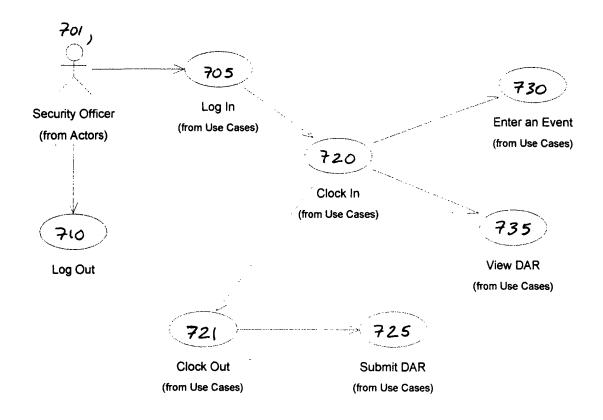
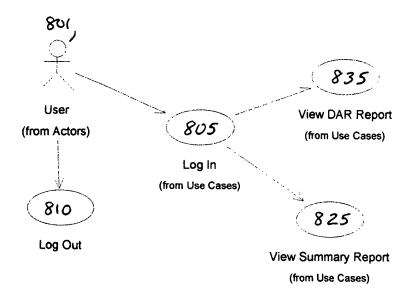
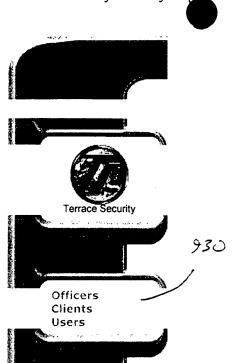


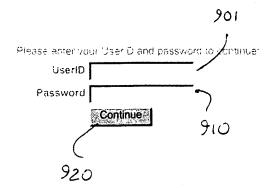
Fig. 6



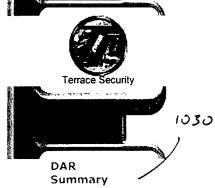


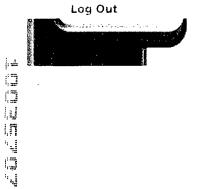












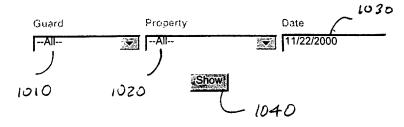
11 .4 (A

| els

Terrace Security Corporation Secured Reporting Console

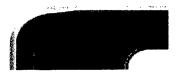
Logged In: Borgman, Steve

Daily Activity Report





11/22/2000







Terrace Security Corporation Secured Reporting Console

Logged In: Borgman, Steve

Daily Activity Report

Shift 1

Guard

Calamari, Manni

Memorial City Mall

Time In

Time Out

10/12/2000 12:22:12 PM

10/12/2000 12:22:26 PM

Radio Number

dg

Comments dzfgdzg

Shift Code

dfg

Time In Time Out Code

Comments dfgdfg

1:00:00 AM 1:00:00 AM 2906 1:00:00 AM 1:00:00 AM 2918

sdf

Shift 2

Guard

Time In

Post

123

Calamari, Manni

Memorial City Mall

Time Out

10/12/2000 5:03:26 PM

10/12/2000 5:03:32 PM

Comments

Shift Code

Radio Number

123 Comments

123

Time In Time Out Code 2:00:00 AM 1:00:00 AM 2927

IR

Shift 3

Guard

Post

Calamari, Manni

Memorial City Mall

Time Out

Time In

10/12/2000 5:03:51 PM

10/12/2000 5:04:54 PM Radio Number

Shift Code

123

123

Comments

12312312312321

Time Out Code 4:00:00 AM 3:00:00 AM 2907

Comments

123123

IR

Fig. 11A





Shift 4

Guard

Calamari, Manni

Time In

10/12/2000 5:05:04 PM

Shift Code

sfe

Comments

Post

Memorial City Mall

Time Out

10/12/2000 5:05:08 PM

Radio Number

sdf

Post

Time Out

asdfasd

Time In

Time Out Code

Comments

Memorial City Mall

Comments

11/17/2000 11:38:04 AM

j#?

12

Shift 5

Guard

Calamari, Manni

Time In

11/16/2000 8:22:58 PM

Shift Code

Time In

Radio Number

Comments

Time Out Code

1:00:00 AM 1:00:00 AM 1607 1:00:00 AM 1:00:00 AM 1601

1:00:00 AM 1:00:00 AM 1603 1:00:00 AM 1:00:00 AM 1603 1:00:00 AM 1:00:00 AM 1603

1:00:00 AM 1:00:00 AM 1603 1:00:00 AM 1:00:00 AM 1604 1:00:00 AM 1:00:00 AM 1605

Shift 6

Guard

Calamari, Manni Time In

11/17/2000 11:38:10 AM

Shift Code

412

Post

Memorial City Mall

Time Out

11/17/2000 11:40:56 AM

Radio Number

234

Comments

Time In Time Out Code 1:00:00 AM 1:00:00 AM 1615

Comments

1:00:00 AM 1:00:00 AM 1600

Shift 7

Guard

Calamari, Manni

Time In

11/17/2000 11:41:05 AM

Shift Code

SDF

Comments

xsg

Post

Memorial City Mall

Time Out

11/20/2000 8:01:52 AM

Radio Number

asf

Time In

Time Out Code

Comments

IR

18

Fig. 11B





Post

tet

Time Out

Shift 8

Guard

Calamari, Manni

Time In

11/20/2000 8:02:02 AM

Shift Code

tewt asretae

Comments

Time In

Time Out Code 2:03:00 AM 5:00:00 AM 1604

Comments

Memorial City Mall

Radio Number

11/21/2000 3:12:03 PM

comment

IR

Shift 9

Guard

Calamari, Manni

Time In

11/21/2000 3:12:18 PM

Shift Code

wer

Comments

erwer

Post

Memorial City Mall

Time Out

11/21/2000 3:17:34 PM

Radio Number

werwer

Time In Time Out **IR** Code Comments 1:00:00 AM 2:00:00 AM 1610 comments 5:00:00 AM 6:00:00 AM 1607 ar 5:00:00 AM 6:00:00 AM 1607

Shift 10

Guard

Calamari, Manni

Time In

11/21/2000 3:56:21 PM

Shift Code

we

Comments

Post

Memorial City Mall

Time Out

11/21/2000 4:07:48 PM

Radio Number

wet

Time Out IR Time In Code Comments 1:00:00 AM 1:00:00 AM 1607 comment Y 8:00:00 AM 9:00:00 AM 1604 Υ

Post

wer

Time Out

1:00:00 AM 1:00:00 AM 1605 1:00:00 AM 1:00:00 AM 1600 1:00:00 AM 1:00:00 AM 1600

comment goes here...

Shift 11

Guard

Calamari, Manni

Time In

11/21/2000 9:09:58 PM

Shift Code wr3

Comments wrwaer

Time In

Time Out Code

Comments

Memorial City Mall

Radio Number

11/22/2000 9:20:43 AM

iR

Y

1-ig, 11C

IR



Guard Calamari, Manni Time In

10/12/2000 5:03:38 PM

Shift Code

123

Comments 123123

Time In Time Out Code 7:00:00 AM 6:00:00 AM 2940

Comments

Radio Number

Post

123

property 1 Time Out

12312321

10/12/2000 5:03:43 PM

Shift 13

Guard Calamari, Manni Time In

11/22/2000 9:21:02 AM

Shift Code

1234

Time in

Comments comment goes here

Time Out Code

Comments comments for the event 1:00:00 AM 1:00:00 AM 1601

Post

property 1

Time Out

12345

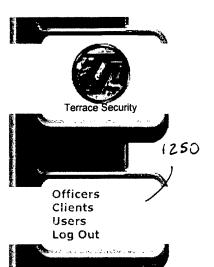
Radio Number

11/22/2000 9:24:03 AM

go here

Fig. 11D





Terrace Security CorporationOnline Applications Management Console

Logged In: Borgman, Steve

Officer Admin

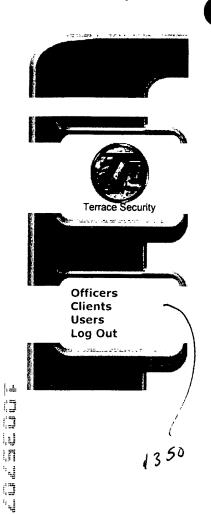
	Last Name	First Name	Badge #	Bio	1210
(Calamari	Manni	111	Cobol teacher	,2,0
\subset	Melancon	Robb	555		/
\subset	Officer	wein	999		
\subset	Samson	Freddie	333	editreee	
\subset	Waggoner	lan	19	Me	
\subset	Whipple	Steve	222	•-	

Edit Selected Officer >>	Delete Selected Officer
-OR- 122	0 1230

Add New Officer 1240



first@first



Terrace Security CorporationOnline Applications Management Console

Logged In: Borgman, Steve

Client Admin

555-555-5555

Client Name Contact Name Phone Email MetroNational Jeff Jarvis 718-207-4400 x7184 :jarvis@

Properties: property 1, new groperty-edited, new property 2, new property 3-edited

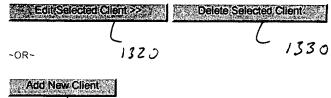
First Name Properties Memorial City Mall Deerbrook Mall, Property 3

GMH Capital

General Growth Partners

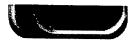
Properties

1310

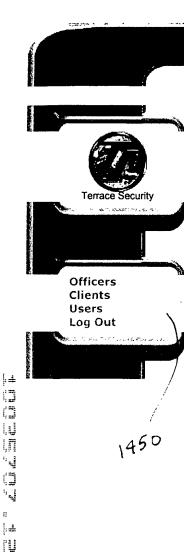


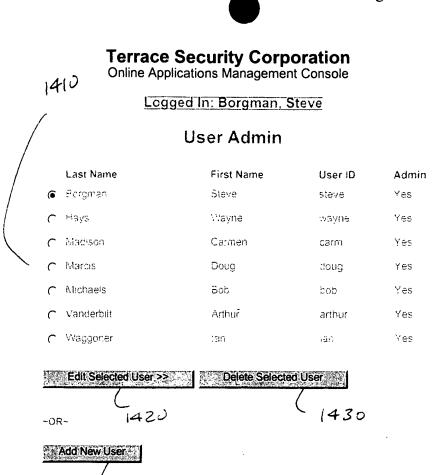
1340

Fig. 13



: ± ľIJ ľIJ ľħ ı ak





submit

|. <u>.</u>.

Fig. 15B

Terrace Security Corporation

Officer Console

• 3

Incident Investigation Report

TSC Case #

Clock In/Out Enter Events

View DAR Submit DAR

Property Name & Location:

Log In

•.4

Specific Location of Incident:

(describe all identifying factors of exact place of incident: measurements, directions, etc.)

ڪا

Ŀ

Day Of Week: Monday

Date of Incident: 01 [v] / 2000 [v] Time of Incident: 01 [v] am] pm

Date Reported to You: 01 💌 / 01 💌 /

I. GENERAL INFORMATION

By Whom:

Time Reported to You: 01 [7] 01 [7] am , pm

II. THE COMPLAINTANT - Check one: Tenant	Visitor Contractor	tor Employee : Complete Sections I,II,VII & I
Last Name:	and proper private interpretation of the second section of the section of the second section of the se	Male Female
Address:		SSN:
es des desentantes de estado estado de estado estado estado de estado estado de estado de estado en estado esta		
City:	Zip:	Phone #: ()
Age: Height: Weight:		Mittes:
Pregnant? Yes No If yes, how many months	Ε	

Address:

Fig. 16A

1 of 7

11/9/00 4:18 P

Phone #: (

Zip:

State:

C<u>i</u>

Position:

If yes, what kind

Does Complaintant wear glasses? ____ Yes ____ No

Place of Employment:

Vehicle Insurance?:	Vehicle Description:	1	License Plate #:		10° Talan	State:
Not Offered- why? Not Offered- why? Whom; why? whom; why? whom; why? spital Name? Other, Explain: Other, Explain: Other, Explain: Other, Name of Contact: No. N/A Name of Contact: No. N/A Name of Contact: No. N/A NAME NAME	Vehicle Insi Policy #	ce?: Yes	Q.	Insurance Company:	• •	
HFD Unit # Intant No INA Name of Contact:	III. FIRST	AID (treatment Rend	ered to stabalize Co	omplaintant)		
HFD Unit # Paramedic's Name: Paramedic's Name: Other, Explain: No NAME of Contact:	Offered	Not Offered- w	hy?			
HFD Unit # Paramedic's Name: Intent Other, Explain: No N/A Name of Contact:	Offer	By whom; why?	the day to the same and the same of the same and the same	definition to the same and the same and despite the same and the same	ter et a	
HFD Unit # Intant No i N/A Name of Contact:	Taken to Hospital	Hospital Na				
intant l'Other, Explain: Name of Contact:	Taken by:	Ambulance	HFD Unit #	Pa	aramedic's Name:	:
intant Jother, Explain: Name of Contact:	Self	Other, E	Explain :	;		
Name of Contact:	Taken at Wh	i		Other, Explain:		
	Emergency (Contact Notified?		1		

IV. CONDITION OF THE COMPLAINANT (For SLIP/FALL INCIDENT Only)

1.8.16 E

Log
Activity
Security
Ferrace

e on their body it's located Wood Other-describe Propression of the incident? In Yes No If yes, who?		
sscribe scribe No If yes, who?	B. Ar LEK the incident Describe any visible injury or damage to clothing	ĬĬ.
e incident Der Vinyl Wood Other-describe (ition): Average Poor (a) Average Poor (b) Average Poor (c) Average Poor (d) Average Poor (e) Average Poor (e) Average Poor (f) Yes, who?	Complainant's description fo any injury and where on their body it's located	
Ition): Average Poor Poor The at the time of the incident? The No If yes, who? Consible for the minor? The No If yes, who?	(▲) Describe Complainant's reaction to the incident	E E
<u> </u>	Describe shoes worn by Complainant	
	e materials: () Leather Rubber Vinyl Wood	
V. INCIDENT INVOLVING MINORS Was the minor accompanied by anyone at the time of the incident? Tes No If yes, who? Relationship to Minor If unaccompanied, was someone responsible for the minor? Tes No If yes, who?	the second section of the section of	
Was the minor accompanied by anyone at the time of the incident? Yes No If yes, who? Relationship to Minor If unaccompanied, was someone responsible for the minor? Yes No If yes, who?	V. INCIDENT INVOLVING MINORS	
If unaccompanied, was someone responsible for the minor? Carter Carter Wes, who?	Was the minor accompanied by anyone at the time of the incident? Yes No If yes, who?	
Colorina to the colorina to th	If unaccompanied, was someone responsible for the minor? () Yes () No If yes, who?	

1.g. 16C

VI. INCIDENT DESCRIPTION

Log
ACTIVITY
Security
l errace

Complainant's detailed description of how the incident occurred (what does the Complainant feel caused the incident?). If the Complainant is unable to tell you what happened, reconstruct as much as you can from physical evidence or witnesses - do not assume any facts about the incident.

Floor () Stairway () Ramp () Street () Escalator () Parking Lot () Other - describe

A. Description of the Incident Site

V

1. Type of Walkway:

Carpet () Vinyl tile (Ceramic tile (Terrazo Marble) Quarry Tile () Rug

2. Surface material:

Grass : Concrete () Asphalt () Gravel Metal () Dirt

3. Foreign substance present? (soda, water, ice, snow, etc.)

What does substance appear to be?

Describe substance: Color

Other - describe

	:		:	_
	1		į	2
	***	2:	lace, etc.)	resent? Yes No
Reason for location of object	to the same of the company of the same of	Anything unusual about object?	(broken, unstable, not in usual place, etc.)	B. <u>Unusual Surface Conditions Present?</u>

(melted, crushed, solid, etc.)

Substance on shoes or clothing (· Yes (· No

How did substance come to be on the floor?

4. Skid/streak marks (... Yes ...) No

(oily, gritty, bubbly, etc.) Consistency

Describe: Texture

Spill pattern

Amount

5. Any other object involved? : Yes : No If yes, describe object/composition

Location of object

f yes, describe nature of condition

Log
Activity
Security
Теггасе

Dimensions	
C. <u>Lighting Conditions</u>	
1. () Natural () Artificial - describe	
(type of bulb, etc.)	
2. Does the complainant feel that lighting was a contributing factor in causing the incident? (*) Yes (*) No - If yes, explain	
D. <u>Weather Conditions</u> Describe outdoor weather, even if incident was inside	
(cloudy, sunny, snowing, raining, etc.)	
VII. PHOTOGRAPHS	
Were photos taken? ** Yes ** No How many?	
By whom?	
Date & Time Taken	The state where the state of th
VIII. WITNESSES	
Ask the following questions to each person at or near the incident scene. Include all people who might have seen the complainant or the scene shortly before, during or just after the incident.	e seen the complainant or the scene shortly before,
Name	
City	
Zip	
Phone #	
What was this person's involvement with the incident?	, care
her location at the tin	Commence of the control of the contr
Describe in detail exactly what he/she said	
Describe any convergation this Witness had with the Complainant	

Log
Activity
Security
lerrace

B Name Address		
City		
Phone #		
What was this person's involvement with the incident?		**************************************
His/her location at the time of the incident?		
Describe in detail exactly what he/she said		
[▲] Describe any conversation this Witness had with the Complainant		
¥.	Ē	
ن		
Name	, , , , , , , , , , , , , , , , , , , ,	
CityState		
Zip		
Phone # What was this person's involvement with the incident?		
His/her location at the time of the incident?	The Arms of the Comment of the Comme	
Describe in detail exactly what he/she said	Color of another advisorming paging and the design of the second of the	
 ☑ Describe any conversation this Witness had with the Complainant 		
	<u> </u>	

F.g. 16F

IX. EMPLOYEE INCIDENT

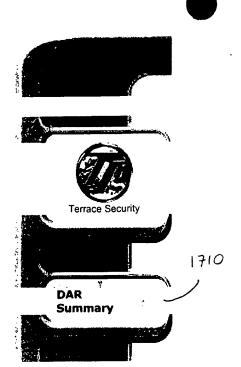
Department

	i	ţ
	1	į
	Ì	,
	1	1
÷	1	,
	¥	1
1	1	į
;	\$	- :
1	2	
	ş	
ž	ŝ	1
3	į	į
- 1	i	,
1		
1	- 1	į
	;	1
3	i	1
1	;	į
1	ē	ì
:	1	ĺ
	i	ì
;	ţ	- 1
1	;	1
- }		- 3
ŧ	į	1
1	- 1	- 1
1	i >	į
ì	: 8	1
1	. ⋝	į
- }	i i	j
THE	Supervisor	en de
1,=	1,7	ì
-	(0)	?
	•	•

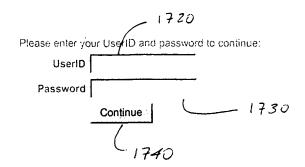
Type of incident: () Injury Vehicle () Property Damage

Type of injury

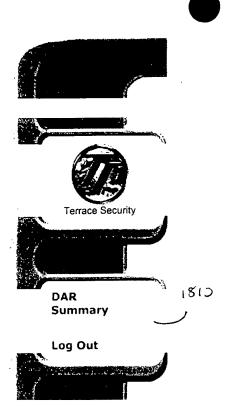
F.3. 166



Terrace Security Corporation Secured Reporting Console

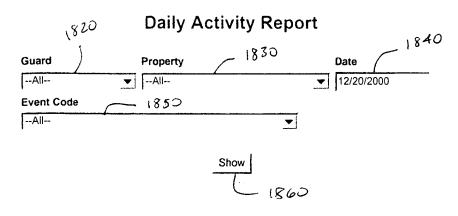






Terrace Security Corporation Secured Reporting Console

Logged In: Madison, Carmen



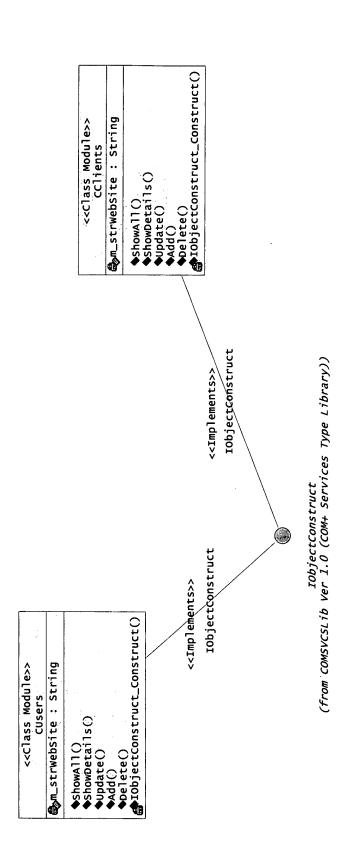


Clients	KID : INT Name : VARCHAR(50)	<pre>b<<pk>>> PK_Clients() b<<unique>> IX_Clients_Unique_Name()</unique></pk></pre>	ᆏ	< <non-identifying>></non-identifying>		*::0	Properties	D : INT :lientID : INT !ame : VARCHAR(50)	<pre><<pk>> PK_Properties() </pk></pre> <pre><<unique>> IX_Properties_Unique_Name() <<ek>> FK Properties Clients()</ek></unique></pre>
	1	♦ < <pk></pk>						FKID: INT FKClientID Name: VA	◆ < < PK >> ◆ < < un iqu ◆ < < FK >>

		E
<u></u>	Users	}
PKID : INT Firstname :	CHAR(30)	
	CHAR(30)	
	CHAR(20)	
Password : C	CHAR(20)	
<pre> <<pk>> PK_Users() </pk></pre> <pre> <<un> 4<<unique> IX_Use</unique></un></pre>	<pre>b<<pre>b<<unique>> IX_Users_Unique_UserName() b<<unique>> IX_Users_Unique_UserName()</unique></unique></pre></pre>	

Database Diagram

Fig. 19A



Business Services

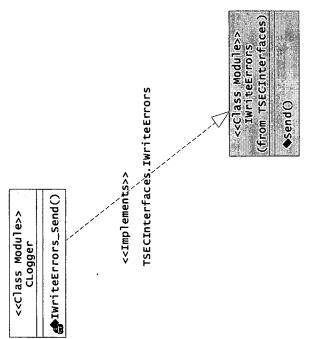
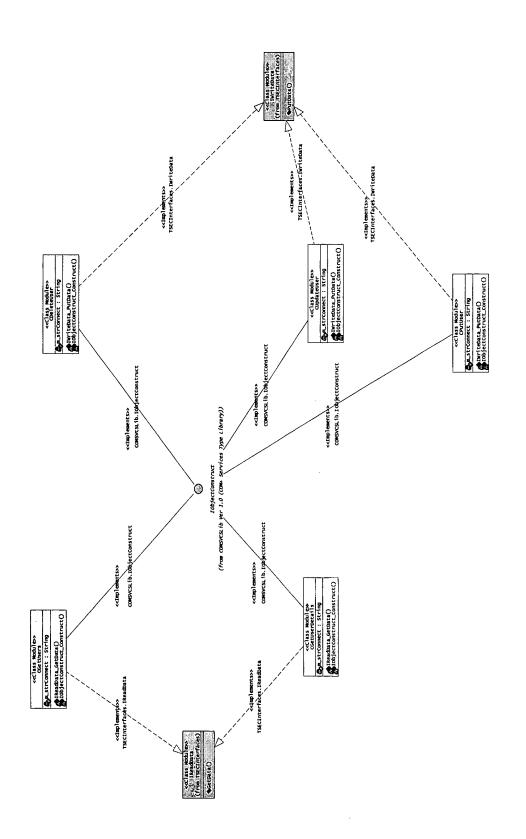
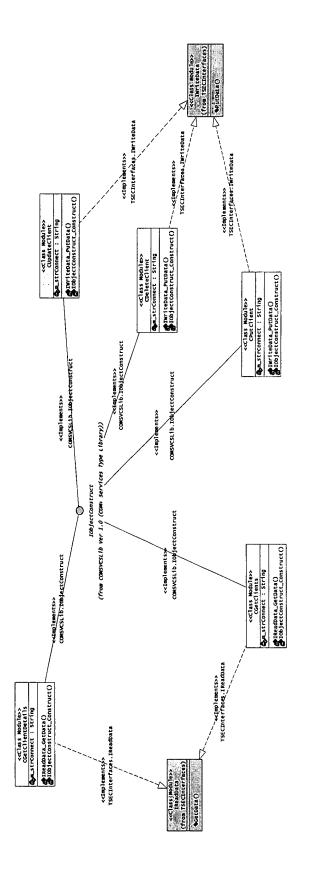


Fig. 19C



User Data Services

Fig. 19D



Client Data Services

<<class Module>>
IReadData

GetData()

<<class Module>>
IwriteErrors

Send()

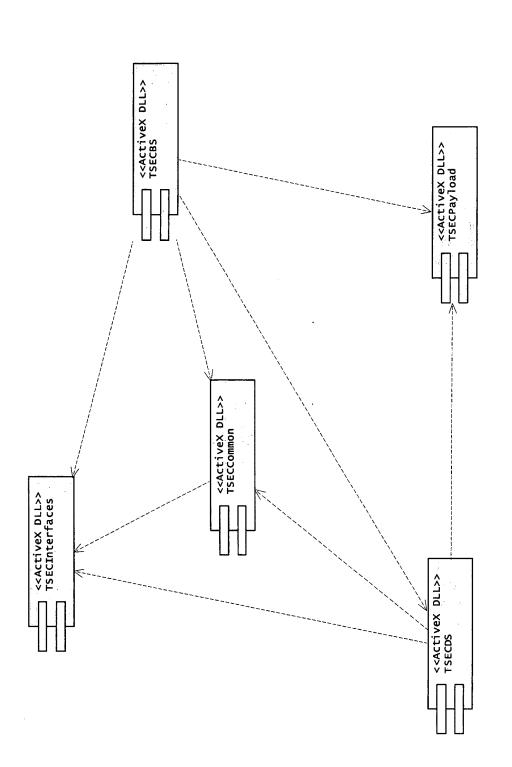
<<class Module>>
IwriteData
PutData()

Interfaces & Event Classes

F.g. 19F

```
D. FieldName : String
D. FieldValue : Variant
                                                                                                                                                                                                                                                                                  ◆<<Let>> FieldValue()
♦<<Set>> FieldValue()
                                                                                                                                                                                                                                                                                                                                                                     FieldSize()
                                                                                                                                                                              <<class module>> Field
                                                                                                                                                                                                                                                                                                                                                                      ◆<<Get>>
                                                                                                                                                                                                                                                              <<Collection>>
                           # <<Const>> xmlRoot : Integer = 0
# __objcollection : Collection
# __nerrorNumber : Long
# __strerrorDescription : String
# __strXML : String
# __strStream : String
# __strXSL : String
                                                                                                                                                                                                                                                                                                                                                                                     Errbescription()
Errbescription()
Stream()
Stream()
                                                                                                                                                                                                                                  ##Collection2Recordset()
##Recordset2XML()
##XML2Recordset2Collection()
##Createstream()
##Parsestream()
##Class_Initialize()
##Class_Treminate()
##Class_Treminate()
##Class_Treminate()
<<class Module>>
                                                                                                                                                                                                                              Collection2Recordset()
                                                                                                                                                                                                                                                                                                                                                  <<Get>> ADORecordset()
                                                                                                                                                                                                                                                                                                                                                                <<Let>> ErrNumber()
                                                                                                                                                                                                                                                                                                                                                                             ErrNumber()
                                                                                                                       StrHTML : String
               Dataset
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     NewEnum()
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        Count(
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            Item(
                                                                                                                                               *XML2HTML()
*LoadXML()
*LoadXSL()
*Add()
*Exists()
*Remove()
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        ◆<<Get>>>
                                                                                                                                                                                                                                                                                                                                                                              <<Get>>>
                                                                                                                                                                                                                                                                                                                                                                                          <<Let>>>
                                                                                                                                                                                                                                                                                                                                                                                                      <<Get>>>
                                                                                                                                                                                                                                                                                                                                                                                                                    <<Let>>>
                                                                                                                                                                                                                                                                                                                                                                                                                                <<Get>>>
                                                                                                                                                                                                                                                                                                                                                                                                                                              <<Let>>><
                                                                                                                                                                                                                                                                                                                                                                                                                                                          ▶<<Get>>
                                                                                                                                                                                                                                                                                                                                                                                                                                                                       •<<Let>>>
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           ◆<<Get>>
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         ◆<<@et>>
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     ◆<<Get>>>
```

DNA Payload



Component Diagram

Fig. 19H

